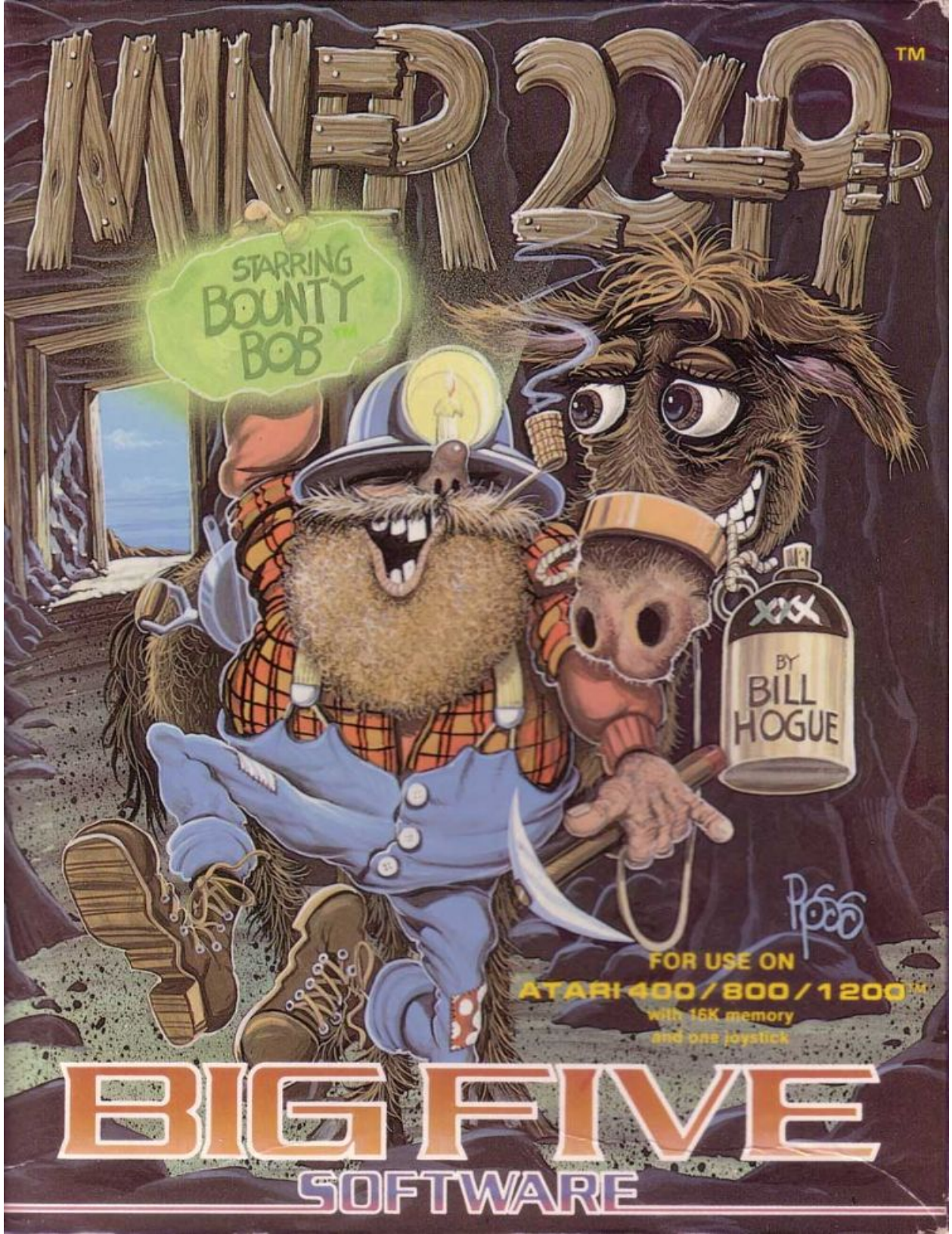
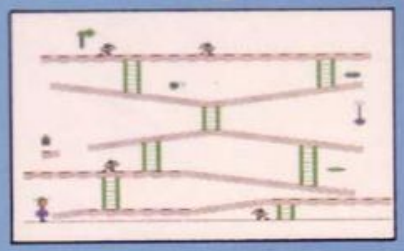

MINER 2049er™
STARRING BOUNTY BOB™
XXX
BY BILL HOGUE
FOR USE ON
ATARI 400/800/1200™
with 16K memory
and one joystick
BIG FIVE
SOFTWARE

BIG FIVE
SOFTWARE

P.O. Box 9078-185 · Van Nuys, CA 91409
(213) 782-6861

MINER 2049er™ Program Description



The programming team that brought you "Defense Command™" and "Robot Attack™" for the TRS-80™ now amazes you with the most spectacular game ever for the Atari 400/800/1200™.

Features include:

1. Extensive use of color
2. 4 channel sound
3. Player missile graphics
4. 10 different levels
5. Difficulty adjustment
6. High-score table
7. Demo-mode
8. 100% machine language
9. Runs on any 400/800/1200 with at least 16K memory

You control "Bounty Bob™", as he climbs ladders and walks on the framework. Use the special equipment like the transporters, the lift, and the cannon to help Bob claim the mine. Find the various possessions left by previous explorers, but watch out for mutant organisms that lurk everywhere and try to waste you!

Graphic design, production, and printing by Graformations, Inc., N. Hollywood, CA

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FOR
ATARI 400/800

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MINER 2049er™

Programmed by Bill Hogue

Graphics and Audio Visual Displays Designed by
Curtis A. Mikolyski
and
Bill Hogue
with
Jeff Konyu
and
Kelly Bakst

Circuitry Designed By
Bill Hogue

Package Artwork by Scott Ross
Represented By Creative Associates, Newhall, Ca

Package Design and Printing by Graformations, Inc.
N. Hollywood, CA

Congratulations on the purchase of this fantastic new arcade style game for your Atari 400/800™. We hope that it gives you many hours of enjoyment and entertainment and that you will look for future Big Five games to add to your software library.

LOADING INSTRUCTIONS:

First make sure that your system is connected to the television monitor and power supply as directed by your computer's owner's manual. Open the Cartridge Compartment door on your computer console. Firmly insert the "Miner 2049er™" cartridge into the cartridge slot (Atari 800 users use the left cartridge slot). Follow the instructions on the cartridge to position it correctly. Connect a joystick controller to the computer by plugging it into controller jack number one. Close the cartridge door and the game should begin.



THE STORY OF BOUNTY BOB:

The cleaning woman was diligently dusting the Hall of Fame wall in the office of Headmaster Mounty Monty. Monty was quietly doing the boring paperwork that all mounties must attend to. "Excuse me Sir, but why is there a big black wreath around this one picture?" inquired the cleaning woman. Slowly removing his glasses, he looked up and studied the picture she was referring to. "That is the famous mounty 'Bounty Bob'" answered Monty. "Bounty Bob was considered by all to be the most loyal, heroic, and charismatic mounty that our province has ever known."

The cleaning woman was entranced. "Well, if he was so wonderful, then what is that bloomin' black wreath doin' up there?"

Monty reclined back in his chair as he said, "We sent ol' Bounty out one wintery day to find Yukon Yohan, a ruthless and conniving fur trapper from Sweden."

The cleaning woman gulped. Nervously, she asked "What was this evil slime of a man wanted for?"

A blank stare appeared on Mounty Monty's face. In a whisper he muttered, "Murder".

The cleaning woman was horrified. "Did Bounty Bob ever find this Yohan fellow?" she wondered.

"Apparently he did" replied the headmaster. "We found his dogsled stopped outside an abandoned uranium mine once owned by Nuclear Ned. Two sets of tracks led into the mine. We followed them into the dark passages of the mine when suddenly there was a massive explosion. A huge cave-in occurred. We were barely able to escape with our lives."

"Whatever happened to Mr. Bob? Was he ever found?" asked the mystified cleaning woman.

"No" answered Monty. He's still in there looking for Yukon Yohan. Old Nuclear Ned was a survivalist and stocked up on supplies so Bounty Bob won't have to worry about food . . . if he survives the radiation."

You control Bounty Bob in his travels throughout the mine as he attempts to capture Yukon Yohan. You must "claim" all of the various mine stations. Cute but deadly mutant organisms prance casually throughout the mine. Any contact with them is fatal. To avoid contact simply stay away from them, or hop over them if you're fast. Scattered throughout the mine are various articles that have been lost by previous miners. Capture them by touching them and you will be awarded points. Additionally, the mutants will turn into green happy creatures that are now edible. Quickly run into them before they return to their deadly forms and you will eliminate them and score points.

Whenever you walk along sections of framework in the mine the sections immediately under your feet will turn

solid. To advance to the next station you must "claim" all sections of the framework. Missing even one section will prevent you from advancing to the next station.

At the top center of your display is the "Miner Timer". This timer indicates how much time you have remaining to finish the station. When it counts down below a safe level, it will warn you by flashing and beeping. If it reaches zero, your miner dies instantly. If you finish the station before it reaches zero you then receive the number of points that it shows.

DISPLAY MODES:

TITLE SCREEN DISPLAY

This screen is initially displayed when the game is started. It shows "Bounty Bob" in a typical mine shaft. Bounty Bob then unveils the name of the game, the programmer's name, and the publisher's name. The game then performs for you by playing the theme song.

HIGH SCORE DISPLAY

This colorful screen displays the top ten scores obtained during previous games, along with the names of the players who achieved them.

ALERT MODE

This display informs you of which station in the mine you are about to enter. It also reports to you the difficulty factor of this mine. The least difficult mine is Zone 1 while the hardest is Zone 255.

GAME PLAY MODE

This is where you are in control of Bounty Bob in his attempt to "claim" the mine. At the top of the display you will find the current scores of both players. The small circles next to each score represent the number of extra

miners you have in reserve. Centered at the top is your "Miner Timer" which reminds you of how much time you have left to complete this station.

HIGH SCORE INITIAL MODE

This screen appears after a game is over and you have achieved a high enough score to record in the high score display. You have approximately one minute to enter your name or initials on the keyboard.

DEMO MODE

This mode self-activates when the game is left alone for a while. It rotates through the title display, the high score display, and a sample game of Station One.

CONTROLLING THE SPECIAL EQUIPMENT

THE TRANSPORTERS (Stations 3 & 7)

These unique devices allow you to "beam up" to whatever level of framework you choose. First you must enter one of the transporter doors and stop moving. Make sure that you are all the way in or they will not function. Now use the keyboard and press 1, 2, 3, or 4 to begin transporting. After a successful operation the transporters will turn red while the energy level recharges. You may not transport again until they turn green, indicating a full charge. Note: you may not transport to the same level you are at! Caution: the mutants can kill you during transportation.

THE LIFT (Station 8)

This device is essential to completion of the station. To activate the lift you must first jump onto it. Now press the spacebar on the keyboard. As the whir of the engines start

up you are now under lift control. Push the joystick in any direction and the lift will move accordingly. Press either the red joystick button or the spacebar to cancel lift control. Note: the lift will move slow going upward because Bounty Bob is such a fatso! Hint: you must put the lift all the way up before you can climb the ladder in the center.

THE CANNON (Station 10)

In this station the only way to get to the top is by blasting yourself out of a cannon. (Geeez! Is this Safe?) Firing the cannon is a simple matter. First you must load the cannon with enough TNT to get you to the level you want. Do this by going into the TNT hut and touching the TNT cannisters that you want loaded into the cannon. Each cannister is equal to ten tons of TNT. You need ten tons for each level you wish to be shot to. (Example: to reach level 3, load the cannon with 30 tons or 3 cannisters). The digital TNT indicator at the top will tell you how much TNT has already been loaded. Once the cannon is loaded climb the ladder and walk off the left of the framework to fall in the cannon. Now push the joystick right or left to aim the cannon. Press the red button and POW! You're on your way up! WARNING: Don't overload the cannon or the explosion could be fatal!

STATION DESCRIPTIONS

STATION 1: THE MINE SHAFT

Sharpen your Miner's skill in this easy beginner's station. Four mutant organisms will challenge you in this station. There are six possessions left by previous explorers in this station with the possibility of adding 1100 points to your score!

STATION 2: THE SLIDES

Another easy station but this time there is an added challenge: the slides! Walking along the framework where a slide starts going down starts up the fun as you start sliding! Five mutant organisms guard this station. There are seven possessions totaling 1500 points that can be added to your score!

STATION 3: THE TRANSPORTERS

You can almost hear Bounty Bob say "Beam me up!" as the futuristic transporters start to function. Use the number keys to select the level you wish to "beam" to. Six deadly mutant organisms guard this station. Six possessions in this station will add 1200 points to your score!

STATION 4: THE LILLIPADS

There's plenty of jumping in this station! Precise hopping is required to keep Bounty Bob from falling. Seven mutant organisms guard this station, so watch your step!! A total of eight possessions in this station can add 2400 points to your score!

STATION 5: ADVANCED LILLIPADS

Another fun round with loads of jumping for Bounty Bob! Watch out for the slides at the top, they can be a nuisance!! A new challenge has been added on this station: The moving pieces! Jump onto one and give Bounty Bob a rest! Five mutant organisms have made this station their home. A total of seven possessions will add 2400 points if you get them all. Note: Bounty Bob has been known to have allergic reaction to some mixes of martinis.

STATION 6: THE RADIOACTIVE WASTE

Looks deadly, and it is!! Should Bounty Bob slip into the tank of Waste, death is certain! Only four mutant organisms have inhabited this station, but they are as mean as ever! Seven possessions will help you finish this round, and give you 1200 points too!

STATION 7: ADVANCED TRANSPORTERS

This round has got it all! Transporters, Slides, and Moving Pieces make this station one to remember! Seven possessions worth 2300 points will help you munch up the four deadly mutants. Get the "BF" at the top to rack up BIG points!

STATION 8: THE LIFT

Jump onto the lift to "hoist" Bounty Bob to anywhere in the station you want! Five mutant aliens guard this station, but getting the six possessions totaling 1500 points can help you to extinguish them!

STATION 9: THE PULVERIZERS

Another tough station for Bounty Bob to finish! Step onto one of the "parked" moving pieces and start it moving to the other side. But watch out for the slide that stands between you and the platforms that you have to make it to! Go down the slide to the bottom and prepare to walk through the deadly pulverizers! A total of eight aliens loom around this station, but there are also eight possessions adding up to 1600 points for you to use against them!

STATION 10: THE CANNON

Go into the TNT hut and load the cannon with as much TNT as you need to shoot yourself to any level of the station you want! Six aliens await you on this station. With no possessions but the TNT to get, munching the aliens is impossible! One last warning: do not overload the cannon!!

SPECIAL HINTS

1) If you think you have claimed all of the sections of framework, yet you did not advance to the next station, then check the framework under the slides because this is the most commonly missed area.

2) Bounty Bob can only survive short falls. The distance he can survive is always the same. Memorize which falls will kill him and do not do them again!

3) When using the Transporters, time your transporting to avoid materializing on top of one of the mutants!

4) If you really are having trouble and can't even get past station one, then leave the computer alone and let it go into the demo mode. This will show you a sample play of station one and you can pick up some pointers from it.

5) Some rounds have areas that you can get into, but you can't get out of. Go everywhere else first and then finish the station.

CONTROL KEYS

Key Name	Function	Used In Mode
START	Begins a new game at previously selected difficulty level	Title, High Score, Demo, & Game
0-9	Change difficulty level/ start game (0 = Zone 10)	Title, High Score, Demo
START	Returns to High Scores	High Score Initial
SELECT	Toggles between 1 player and 2 player games	High Score
OPTION	Returns to High Scores	Game, Title, & Demo
ESCAPE	Freezes/Unfreezes Game Play	Game
SPACEBAR	Turns Lift On/Off	Game Station 8
RESET	Returns to Title Screen (Does not reset high scores)	All Modes
1,2,3,4	Transports you to new level	Game Station 3 & 7

SCORING

Each framework piece: 5 points
Aliens when edible: 80 or 90
Possessions: 100-1100
At the end of each station you will receive the "Miner Timer" bonus. A bonus Bounty Bob is awarded at 10,000 points.

USING THE JOYSTICK CONTROLLER

The joystick controller is used to move Bounty Bob throughout the mines. Moving the joystick right or left makes him walk right or left. Pushing up or down makes him climb and descend ladders. Pressing the red button makes him jump in the direction the joystick is being pushed in.

PAUSE MODE

Game play may be paused by depressing the ESC key on the keyboard. Pause may be cancelled by again depressing the ESC key.

WARNING!

Once pause is activated it will remain until it is deactivated. Color Shifting is not performed during pause so burns on your television may result if pause is left on for an extended period of time. If pause is intended to be left on for a while, shut off your television until the game is ready to be resumed.

LIMITED WARRANTY

The enclosed product is guaranteed to be loadable on the specified system for a period of 90 days from date of purchase. Any defective products may be sent back to us insured along with a copy of the sales receipt for free replacement. After 90 days or if no sales receipt can be found please include a $15.00 handling charge per item. Always include a brief statement of the problem(s) encountered. Any physical damage or modifications voids this warranty.

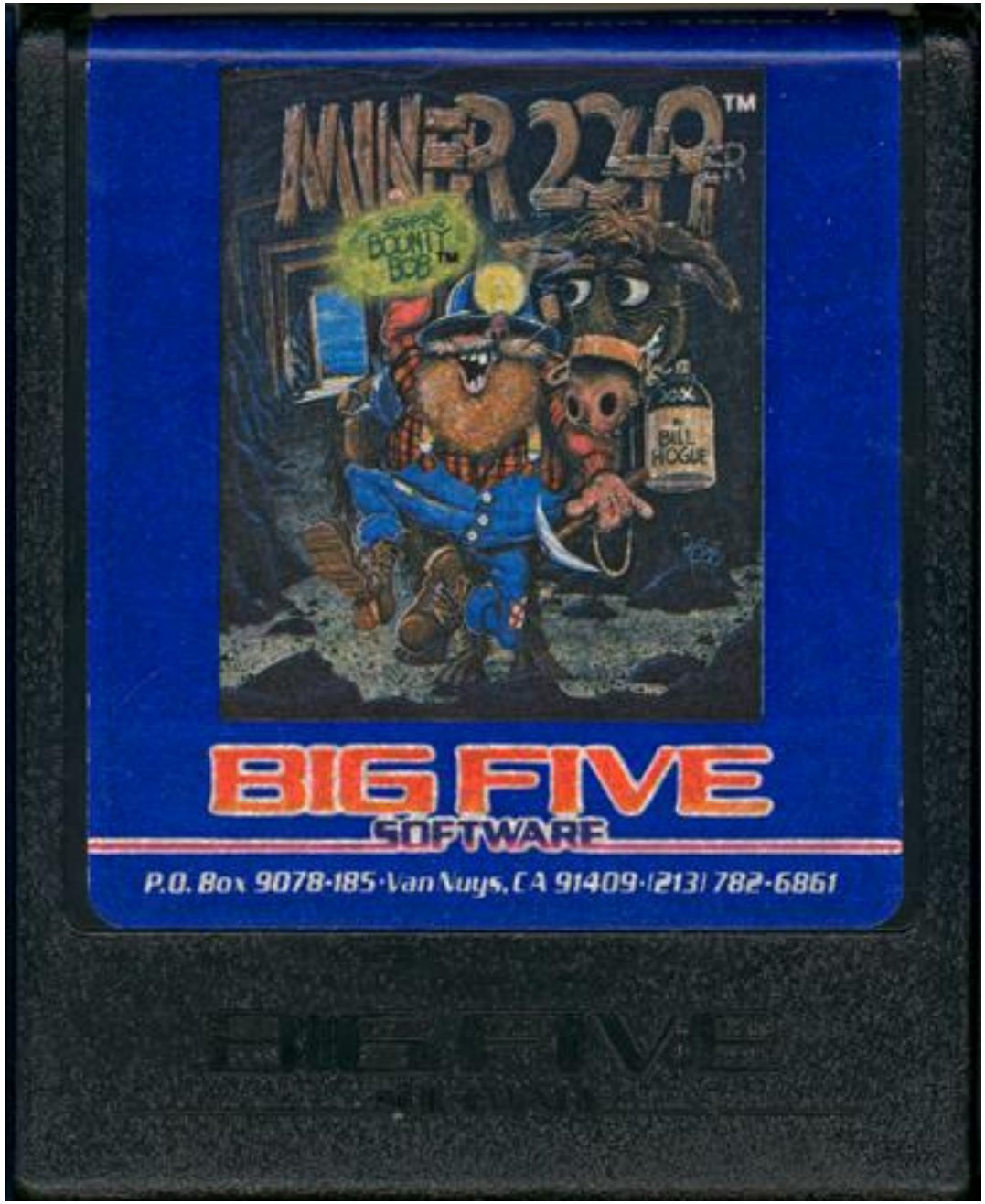
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